

## FIRST: Fanshawe Innovation, Research, Scholarship, Teaching

## Pre-Media

# FANS 01339 Pre-Media - CVS Application

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## APPLICATION FORM FOR PROGRAM PROPOSAL

<b>A. Funding Request:</b> This proposal will be sent to the MTCU for Approval for Funding. <input checked="" type="checkbox"/> Yes <input type="checkbox"/> No								
<b>B. College Name:</b> Fanshawe College								
<b>C. College Contact(s):</b> Person responsible for this proposal.  <table><tr><td><b>Name:</b> Rob Carver</td><td><b>Name:</b> Steve Torrens</td></tr><tr><td><b>Title:</b> Chair, School of Contemporary Media</td><td><b>Title:</b> Curriculum Consultant</td></tr><tr><td><b>Telephone:</b> 519 452-4430</td><td><b>Telephone:</b> 519 452-4430</td></tr><tr><td><b>E-mail:</b> RCarver@Fanshawec.ca</td><td><b>E-mail:</b> STorrens@Fanshawec.ca</td></tr></table>	<b>Name:</b> Rob Carver	<b>Name:</b> Steve Torrens	<b>Title:</b> Chair, School of Contemporary Media	<b>Title:</b> Curriculum Consultant	<b>Telephone:</b> 519 452-4430	<b>Telephone:</b> 519 452-4430	<b>E-mail:</b> RCarver@Fanshawec.ca	<b>E-mail:</b> STorrens@Fanshawec.ca
<b>Name:</b> Rob Carver	<b>Name:</b> Steve Torrens							
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<b>E-mail:</b> RCarver@Fanshawec.ca	<b>E-mail:</b> STorrens@Fanshawec.ca							
<b>D. Proposed Program Title:</b> Pre-Media								
<b>E. Proposed Credential:</b> Please select one (1). <input type="checkbox"/> Local Board Approved Certificate <input checked="" type="checkbox"/> Ontario College Certificate <input type="checkbox"/> Ontario College Diploma <input type="checkbox"/> Ontario College Advanced Diploma <input type="checkbox"/> Ontario College Graduate Certificate								
<b>F. Program Maps (Appendix A):</b> Please complete and attach the two (2) Program Maps. Form 1- Vocational Program Learning Outcomes Form 2- Essential Employability Skills Outcomes								
<b>G. Program Description (Appendix B):</b> Please complete and attach the Program Description Form.								
<b>H. Program Curriculum (Appendix C):</b> Please complete and attach the Program Curriculum Form.								
<b>I. Regulatory Status Form (Appendix D):</b> Please complete and attach the Regulatory Status Form.								
<b>J. Date of Submission to CVS:</b> December 14, 2016								
<b>FOR CVS USE ONLY</b>								
<b>K. Date of CVS Response:</b> January 5, 2017								
<b>L. CVS Validation Decision:</b> <input checked="" type="checkbox"/> Proposal Validated. APS Number: FANS 01339 Reason: Well-developed program; aligned to the MTCU code for this field and credential. <input type="checkbox"/> Proposal not Validated. Reason:								
<b>M. CVS Signature:</b> Karen Belfer								

Send the completed form and required appendices to: [belfer@ocqas.org](mailto:belfer@ocqas.org). For detailed information on how to complete the *Application Form for Program Proposal*, please refer to the *Instructions for Submission of Program Proposal* document at [www.ocqas.org](http://www.ocqas.org).



## INTRODUCTION

The process established by the Credentials Validation Service (CVS) is designed to be a streamlined, seamless, effective, and efficient process that will allow colleges to submit and receive validation requests and decisions in a timely manner. The document with the instructions to complete this form (*CVS Instructions for Submission of Program Proposal*) is available to all colleges on the OCQAS website ([www.ocqas.org](http://www.ocqas.org)).



**F. PROGRAM MAPS (APPENDIX A): Form 1 - Vocational Program Learning Outcomes**

<b><u>Provincial Vocational Program Outcomes</u></b> <input type="checkbox"/> Provincial Program Standard, or <input checked="" type="checkbox"/> Provincial Program Description <i>MTCU code: 41904 Pre-Media</i>	<b>Proposed Program Vocational Learning Outcomes</b>	<b>Course Title / Course Code</b>
1. Use word processing software and associated technologies competently.	See VLO #3	
2. Implement media and communications literacy skills.	1. Apply common industry practices to written proposals and print documents, visual storyboards, and interactive presentations.	<b>Careers in Contemporary Media 1</b> <b>Visual Media 1</b> <b>Interactive Media and Design 1</b> <b>Storytelling for Media</b> <b>Careers in Contemporary Media 2</b> <b>Audio Fundamentals</b> <b>Visual Media 2</b> <b>Communications for Media</b> <b>Interactive Media and Design 2</b> <b>Collaborative Media Production</b> <b>Reason &amp; Writing 1-Contemporary Media</b>
3. Apply research techniques in media and communications.	2. Present and report on research done about mass media and social media technologies.	<b>Careers in Contemporary Media 1</b> <b>Interactive Media and Design 1</b> <b>Storytelling for Media</b> <b>Careers in Contemporary Media 2</b> <b>Audio Fundamentals</b>



		<b>Visual Media 2</b> <b>Interactive Media and Design 2</b> <b>Collaborative Media Production</b> <b>Communications for Media</b>
4. Employ diverse presentation skills appropriate to the media and communications environment.	3. Choose appropriate tools, techniques and applications to create media assets and presentations.	<b>Careers in Contemporary Media 1</b> <b>Visual Media 1</b> <b>Performance for Contemporary Media</b> <b>Interactive Media and Design 1</b> <b>Storytelling for Media</b> <b>Careers in Contemporary Media 2</b> <b>Audio Fundamentals</b> <b>Visual Media 2</b> <b>Interactive Media and Design 2</b> <b>Collaborative Media Production</b> <b>Communications for Media</b>
5. Practice basic numeracy required in the fields of media and communication	<b>N/A, EES Numeracy</b>	
6. Develop a presentation portfolio	4. Develop a career plan and produce a portfolio of self-promotional materials for the chosen field.	<b>Careers in Contemporary Media 1</b> <b>Visual Media 1</b> <b>Interactive Media and Design 1</b> <b>Audio Fundamentals</b> <b>Visual Media 2</b> <b>Interactive Media and Design 2</b> <b>Careers in Contemporary Media 2</b>
7. Use strategies and tools that encourage the development of creativity and idea development.	5. Employ a variety of strategies, tools, and techniques to develop creative concepts and ideas to address the requirements of	<b>Careers in Contemporary Media 1</b> <b>Visual Media 1</b> <b>Performance for Contemporary Media</b> <b>Interactive Media and Design 1</b>



	an audience, product or project.	<b>Storytelling for Media</b> <b>Careers in Contemporary Media 2</b> <b>Audio Fundamentals</b> <b>Visual Media 2</b> <b>Interactive Media and Design 2</b> <b>Collaborative Media Production</b>
	6. Collaborate with a production team in the creation of media projects.	<b>Careers in Contemporary Media 1</b> <b>Performance for Contemporary Media</b> <b>Storytelling for Media</b> <b>Careers in Contemporary Media 2</b> <b>Collaborative Media Production</b>
	7. Utilize a variety of industry standard audio/video software applications and techniques in the creation of media for a wide range of platforms.	<b>Interactive Media and Design 1</b> <b>Interactive Media and Design 2</b> <b>Audio Fundamentals</b> <b>Storytelling for Media</b> <b>Visual Media 1 &amp; 2</b> <b>Collaborative Media Production</b>

*Add additional rows as required to complete the mapping exercise.*



## F. PROGRAM MAPS (APPENDIX A): Form 2 – Essential Employability Skills Outcomes

Skill Categories	Defining Skills Skill areas to be demonstrated by the graduates	Essential Employability Skills Outcomes The graduate has reliably demonstrated the ability to:	Course Title / Course Codes (As indicated in Appendix A)
<b>Communication</b>	<ul style="list-style-type: none"> <li>• Reading</li> <li>• Writing</li> <li>• Speaking</li> <li>• Listening</li> <li>• Presenting</li> <li>• Visual Literacy</li> </ul>	<ul style="list-style-type: none"> <li>• communicate clearly, concisely, and correctly in the written, spoken, and visual form that fulfils the purpose and meets the needs of the audience</li> </ul>	<b>Careers in Contemporary Media 1</b> <b>Visual Media 1</b> <b>Performance for Contemporary Media</b> <b>Interactive Media and Design 1</b> <b>Storytelling for Media</b> <b>Careers in Contemporary Media 2</b> <b>Audio Fundamentals</b> <b>Visual Media 2</b> <b>Interactive Media and Design 2</b> <b>Collaborative Media Production</b> <b>Reason &amp; Writing 1-Contemporary Media</b> <b>Communications for Media</b>
		<ul style="list-style-type: none"> <li>• respond to written, spoken, or visual messages in a manner that ensures effective communication</li> </ul>	<b>Careers in Contemporary Media 1</b> <b>Visual Media 1</b> <b>Performance for Contemporary Media</b> <b>Interactive Media and Design 1</b> <b>Storytelling for Media</b> <b>Careers in Contemporary Media 2</b> <b>Audio Fundamentals</b> <b>Visual Media 2</b>



<b>Skill Categories</b>	<b>Defining Skills</b> Skill areas to be demonstrated by the graduates	<b>Essential Employability Skills Outcomes</b> The graduate has reliably demonstrated the ability to:	<b>Course Title / Course Codes</b> (As indicated in Appendix A)
			<b>Interactive Media and Design 2</b> <b>Collaborative Media Production</b> <b>Reason &amp; Writing 1-Contemporary Media</b> <b>Communications for Media</b>
<b>Numeracy</b>	<ul style="list-style-type: none"> <li>Understanding and applying mathematical concepts and reasoning</li> <li>Analysing and using numerical data</li> <li>Conceptualizing</li> </ul>	<ul style="list-style-type: none"> <li>execute mathematical operations accurately</li> </ul>	<b>Interactive Media and Design 1</b> <b>Interactive Media and Design 2</b> <b>Audio Fundamentals</b>
<b>Critical Thinking &amp; Problem Solving</b>	<ul style="list-style-type: none"> <li>Analysing</li> <li>Synthesizing</li> <li>Evaluating</li> <li>Decision-making</li> <li>Creative and innovative thinking</li> </ul>	<ul style="list-style-type: none"> <li>apply a systematic approach to solve problems</li> </ul>	<b>Careers in Contemporary Media 1</b> <b>Visual Media 1</b> <b>Performance for Contemporary Media</b> <b>Interactive Media and Design 1</b> <b>Storytelling for Media</b> <b>Careers in Contemporary Media 2</b> <b>Audio Fundamentals</b> <b>Visual Media 2</b> <b>Interactive Media and Design 2</b> <b>Collaborative Media Production</b>
		<ul style="list-style-type: none"> <li>use a variety of thinking skills to anticipate and</li> </ul>	<b>Careers in Contemporary Media 1</b>





Skill Categories	Defining Skills Skill areas to be demonstrated by the graduates	Essential Employability Skills Outcomes The graduate has reliably demonstrated the ability to:	Course Title / Course Codes (As indicated in Appendix A)
		solve problems	<b>Visual Media 1</b> <b>Performance for Contemporary Media</b> <b>Interactive Media and Design 1</b> <b>Storytelling for Media</b> <b>Careers in Contemporary Media 2</b> <b>Audio Fundamentals</b> <b>Visual Media 2</b> <b>Interactive Media and Design 2</b> <b>Collaborative Media Production</b>
<b>Information Management</b>	<ul style="list-style-type: none"> <li>Gathering and managing information</li> <li>Selecting and using appropriate tools and technology for a task or a project</li> <li>Computer literacy</li> <li>Internet skills</li> </ul>	<ul style="list-style-type: none"> <li>locate, select, organize, and document information using appropriate technology and information systems</li> </ul>	<b>Careers in Contemporary Media 1</b> <b>Visual Media 1</b> <b>Performance for Contemporary Media</b> <b>Interactive Media and Design 1</b> <b>Storytelling for Media</b> <b>Careers in Contemporary Media 2</b> <b>Audio Fundamentals</b> <b>Visual Media 2</b> <b>Interactive Media and Design 2</b> <b>Collaborative Media Production</b> <b>Communications for Media</b>
		<ul style="list-style-type: none"> <li>analyse, evaluate, and apply relevant</li> </ul>	<b>Careers in Contemporary Media 1</b> <b>Visual Media 1</b>



<b>Skill Categories</b>	<b>Defining Skills</b> Skill areas to be demonstrated by the graduates	<b>Essential Employability Skills Outcomes</b> The graduate has reliably demonstrated the ability to:	<b>Course Title / Course Codes</b> (As indicated in Appendix A)
		information from a variety of sources	<b>Performance for Contemporary Media</b> <b>Interactive Media and Design 1</b> <b>Storytelling for Media</b> <b>Careers in Contemporary Media 2</b> <b>Audio Fundamentals</b> <b>Visual Media 2</b> <b>Interactive Media and Design 2</b> <b>Collaborative Media Production</b> <b>Reason &amp; Writing 1-Contemporary Media</b> <b>Communications for Media</b>
<b>Inter-personal</b>	<ul style="list-style-type: none"> <li>Team work</li> <li>Relationship management</li> <li>Conflict resolution</li> <li>Leadership</li> <li>Networking</li> </ul>	<ul style="list-style-type: none"> <li>show respect for the diverse opinions, values, belief systems, and contributions of others</li> </ul>	<b>Performance for Contemporary Media</b> <b>Careers in Contemporary Media 2</b> <b>Interactive Media and Design 2</b> <b>Collaborative Media Production</b>
		<ul style="list-style-type: none"> <li>interact with others in groups or teams in ways that contribute to effective working relationships and the achievement of goals</li> </ul>	<b>Careers in Contemporary Media 1</b> <b>Careers in Contemporary Media 2</b> <b>Performance for Contemporary Media</b> <b>Collaborative Media Production</b>
<b>Personal</b>	<ul style="list-style-type: none"> <li>Managing self</li> <li>Managing change and being flexible and adaptable</li> </ul>	<ul style="list-style-type: none"> <li>manage the use of time and other resources to complete projects</li> </ul>	<b>Careers in Contemporary Media 1</b> <b>Careers in Contemporary Media 2</b> <b>Performance for Contemporary Media</b> <b>Collaborative Media Production</b>



Skill Categories	Defining Skills Skill areas to be demonstrated by the graduates	Essential Employability Skills Outcomes The graduate has reliably demonstrated the ability to:	Course Title / Course Codes (As indicated in Appendix A)
	<ul style="list-style-type: none"><li>Engaging in reflective practice</li><li>Demonstrating personal responsibility</li></ul>	<ul style="list-style-type: none"><li>take responsibility for one's own actions, decisions, and consequences</li></ul>	<b>Careers in Contemporary Media 1</b> <b>Visual Media 1</b> <b>Performance for Contemporary Media</b> <b>Interactive Media and Design 1</b> <b>Storytelling for Media</b> <b>Careers in Contemporary Media 2</b> <b>Audio Fundamentals</b> <b>Visual Media 2</b> <b>Interactive Media and Design 2</b> <b>Collaborative Media Production</b>



## G. PROGRAM DESCRIPTION (APPENDIX B)

### Program Description

*Provide a brief description of the program, similar to what might be used as, or found in, advertising or a calendar description.*

The Pre-Media program at Fanshawe College is a one-year certificate program designed to introduce the student to various media industries. This preliminary year is intended to provide the student with the opportunity to 'sample' from, and discover the various aspects unique to each program within the School of Contemporary Media. This will allow the student to gain a more solid understanding in preparation for a focused education within a specific media field.

Students will study the theories, techniques and processes of media creation. The program offers a hands-on experience using industry standard software taught by creative educators and industry professionals. The courses were developed to represent the current industry standard and designed to be concise and practical in theory and application. This will aid students to identify a specific direction of interest more quickly. Outside the classroom, students will have the opportunity to gain a more focused understanding of media in a 'real-life' setting. Studio tours (which will include in-house Fanshawe College studios to promote laddering into already existing two-year programs, such as IDP, MIA etc.) will allow students the opportunity to speak directly with industry professionals and to observe how various media companies/studios operate.

The first semester is focused on taking students through a full scale production cycle by teaching how to research and develop a concept, storyboard and convey the concept, write a suitable script, create graphics, shoot original photography, edit original video footage, capture and mix complimentary audio, convincingly perform a scene, and design a promotional web page or application.

In the second semester, students will continue to develop and expand on their concept and experiment with various media methods and applications to aid in this process. Students will begin to work on and perfect their presentation and communication skills to gain these additional 'soft skills', essential to any work setting, but particularly relevant in media. Course lectures and course work will cover current topics such as: emerging technologies, viral marketing, social media trends, project management techniques, personal branding and the development of a media focused portfolio. Students will be assigned to work on team-based projects that are tailored to classmates sharing similar media interests.

Successful graduates of this program will have developed a solid foundation in the skills and knowledge of various media and communication fields. The goal is to give students the tools to make a more educated and conscious choice for a career program best suited to reflect their interest and skillset.

### Laddering Opportunities



*Provide a brief description of known ladder into and from the proposed program, e.g. certificate to diploma, diploma to degree, apprenticeship to college, diploma to apprenticeship, college to college, diploma to college degree, etc.*

Students from the Pre-Media program may ladder into any of the following diploma programs in the School of Contemporary: Broadcasting - Television and Film Production, Broadcasting – Radio, Interactive Media Design, Journalism – Broadcast, Music Industry Arts, Photography, Video Game Design and Development. Further pathways in the school lead into post-diploma programs of 3D Animation and Character Design, Advanced Filmmaking, Audio Post-Production, Broadcast Journalism - Television News, Interactive Media Specialist, Public Relations - Corporate Communications, Visual Effects and Editing for Contemporary Media and the collaborative degree diploma program Contemporary Media: Theory and Production. Students will graduate with a portfolio which may be used for college and university programs that require supplemental materials for admission.

### **Occupational Areas**

*Provide a brief description of where it is anticipated graduates will find employment.*

The Pre-Media Certificate program prepares students for programs in the fields of Broadcasting and Telecommunications, Entertainment and Recording Industries.

### **Proposed Program Vocational Learning Outcomes**

*Provide the list of the proposed program vocational learning outcomes. These outcomes should be listed, verbatim as they appear in Appendix A- Form 1.*

***The graduate has reliably demonstrated the ability to:***

1. Apply common industry practices to written proposals and print documents, visual storyboards, and interactive presentations.
2. Present and report on research done about mass media and social media technologies.
3. Choose appropriate tools, techniques and applications to create media assets and presentations.
4. Develop a career plan and produce a portfolio of self-promotional materials for the chosen field.
5. Employ a variety of strategies, tools, and techniques to develop creative concepts and ideas to address the requirements of an audience, product or project.
6. Collaborate with a production team in the creation of media projects.
7. Utilize a variety of industry standard audio/video software applications and techniques in the creation of media for a wide range of platforms.

### **Admission Requirements**

*Identify the Admission Requirements for the program.*

Ontario Secondary School Diploma with courses from the College (C), University (U), University/College (M) or Open (O) stream or an Academic and Career Entrance Certificate (ACE) or Ontario High School Equivalency



Ontario College Quality Assurance Service

Service de l'assurance de la qualité des  
collèges de l'Ontario

Certificate (GED) or a mature applicant with appropriate preparation.

**H. PROGRAM CURRICULUM (APPENDIX C)**

<b>Semester</b>	<b>Course Code/ Course Title</b> <i>(As indicated in Appendix A)</i>	<b>General Education Course</b> <i>(indicate with an X)</i>	<b>Total Course Hours</b>	<b>Course Description</b>
<b>1</b>	<b>MMED XXXX Careers in Contemporary Media 1</b>		<b>45</b>	This course will explore the many different career options that exist in the Media industry. Topics will include guest lectures, industry and studio tours, research and information sessions, interviewing industry professionals, personal branding research.
<b>1</b>	<b>MMED XXXX Visual Media 1</b>		<b>45</b>	This course will introduce students to the core concepts of image and audio capture. Key concepts will include: still/moving image capture, audio capture, editing basics for audio and video, industry standard software applications, hardware for audio and video devices.
<b>1</b>	<b>MMED XXXX Performance for Contemporary Media</b>		<b>45</b>	This course will introduce students to the core concepts of 'Preforming' for various types of media. Topics will include: Announcing, acting, reporting, performing, pitching, interviewing and presenting skills and techniques.
<b>1</b>	<b>MMED XXXX Interactive Media and Design 1</b>		<b>60</b>	In this course, students will explore the processes of design for interactive media. Key concepts will include: design fundamentals of interactive media (web, mobile), introductory coding concepts, web template options, social media integration, (Facebook, Twitter, LinkedIn etc.), creating a web presence.
<b>1</b>	<b>MMED XXXX Storytelling for Media</b>		<b>45</b>	This is an introductory course into the basic writing structures for a broad range of media. Writing for media, media formats, storyboard development, and storyboard and shoot focused video material are among the topics that will be covered.
<b>1</b>	<b>WRIT-1037 Reason &amp; Writing 1- Contemporary Media</b>		<b>45</b>	This course will introduce contemporary media students to essential principles of reading, writing, and reasoning at the postsecondary level. Students will identify, summarize, analyze, and evaluate multiple short readings



				and write persuasive response essays to develop their vocabulary, comprehension, grammar, and critical thinking.
2	<b>MED XXXX Careers in Contemporary Media 2</b>		45	This course is a continuation of Careers in Contemporary Media 1. Key concepts will include: presenting to groups, media ethics, copyright law, basic entrepreneurship/case studies, resume development, professional development.
2	<b>MED XXXX Audio Fundamentals</b>		45	This course will explore the processes of sound design. Key concepts will include: audio hardware and software, audio editing techniques, basic mixing, audio in digital environments, digital audio recording.
2	<b>MED XXXX Visual Media 2</b>		45	This is a continuation of Visual Media 1. Key concepts will include: Image capture and manipulation, audio capture, new image capture technologies, hardware for audio, video and still image capture.
2	<b>MED XXXX Interactive Media and Design 2</b>		45	This course is a continuation of Interactive Media and Design 1. Additional concepts will include: Video Game design concepts, introduction to 3D software and applications, motion capture technologies, gaming platforms and video game engines.
2	<b>MED XXXX Collaborative Media Production</b>		90	In this course, students will work on a variety of focused projects. Working in teams will be a priority. Key concepts will include: team work, conflict resolution, production and project management techniques, software applications for project planning.
2	<b>COMM-3075 Communications for Media</b>		45	This course, designed for students who plan to work in the field of media, focuses on professional written and verbal communication skills. Students learn to prepare a variety of work-related documents. In addition, students learn about research methods and documentation formats. The principles of effective writing - organization, grammar, style, clarity, and tone - are reinforced throughout the course. The goal of the course is to prepare students for the communication tasks and considerations they will encounter in the media workplace in order to meet the needs of





				employers and/or the communities they will serve
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*Add additional rows as required to complete the curriculum chart.*



## I. REGULATORY STATUS FORM (APPENDIX D)

Please complete the following:

*There IS a legislative requirement that program graduates must be certified or licensed by a regulatory authority to practice or work in the occupation*

- ☐ **Mandatory recognition of a regulatory authority exists and is being sought.**  
(Please refer to Section A below- *Mandatory Regulatory Requirements*)

*There IS or IS NOT a voluntary (i.e., not required by legislation) licensing or certification for entry to practice in the profession or trade.*

- ☐ YES  
☒ NO

- ☐ **Voluntary recognition of a regulatory authority IS being sought.**  
(Please refer to Section B below- *Recognition by Voluntary Association*)

- ☒ **Voluntary recognition is NOT being sought\*.**  
Please explain why: [Click here to enter text.](#)

*\*Note: There may be titling implications for programs that are not seeking recognition in an area where existing programs have secured recognition.*

### A. MANDATORY REGULATORY REQUIREMENTS



Where licensing or certification is ***required by legislation*** for entry to practice in the profession or trade, the Ministry of Training, Colleges and Universities requires that colleges ensure that their programs will meet the requirements of the regulatory body in order to be approved for funding.

Name of regulatory authority:

**Status** (please select ALL that apply)

☐ Accreditation or approval by the regulatory authority / designated third party received.

Date of recognition:

☐ The college is working toward accreditation with the regulatory authority/ designated third party.

Describe current status of application:

Expected date of recognition:

☐ The regulatory authority does not accredit educational programs directly or through designated third party. Formal acknowledgement (e.g. in its published or legislated registration requirements) that the program graduates will be eligible to write any required certifying or registration exam(s) or that the program is otherwise recognized for the purposes of certifying or registering a graduate is being sought.

**Please submit an acknowledgement and/or evidence from the regulatory authority regarding the status of the recognition.**



## B. RECOGNITION BY VOLUNTARY ASSOCIATION

Colleges may choose to have a program accredited or recognized by a voluntary membership organization or association. Graduate eligibility for association recognition or adherence to standards imposed by the body is **a recommendation and not a requirement** for program funding approval by the Ministry of Training, Colleges and Universities.

Name of voluntary association:

**Status** (please select ALL that apply)

☐ The college is working toward recognition.

Describe current status of application:

Expected date of recognition:

☐ Recognition has been received.

Date of recognition:

Type of recognition (e.g. accreditation, graduates eligible to write membership exams, etc.):

☐ The association does not recognize educational programs directly or through designated third party. Formal recognition (e.g. in its published requirements) that the program graduates will be eligible to write any required certifying or registration exam(s) or that the program is otherwise recognized for the purposes of certifying or registering a graduate is being sought.

**Please submit an acknowledgement and/or evidence from the regulatory authority or voluntary association regarding the status of the recognition.**